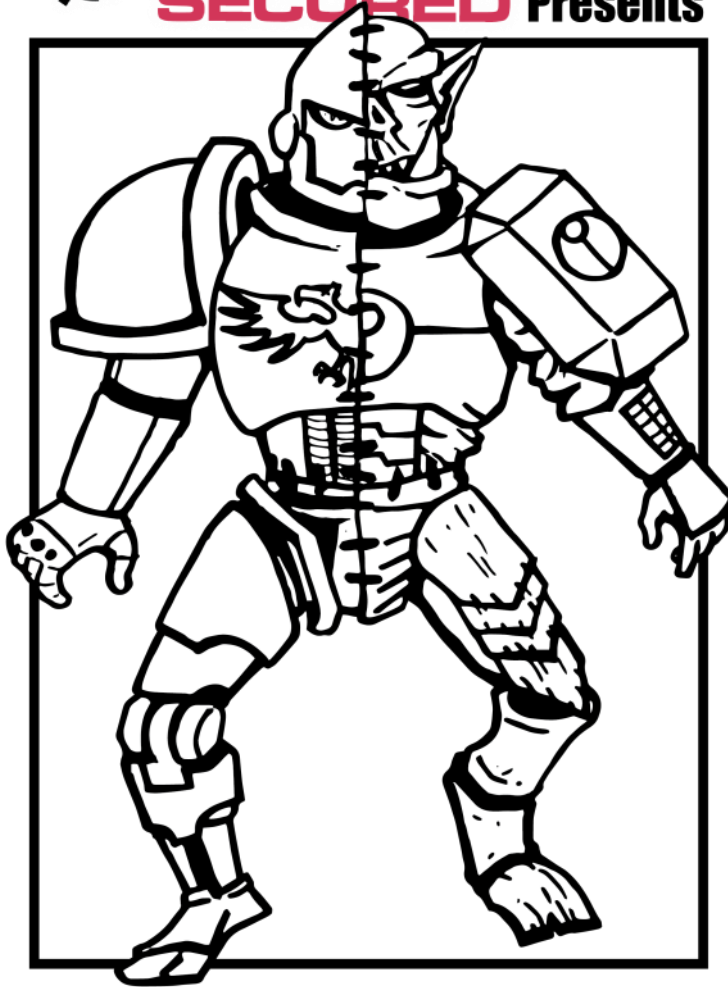


# Warhammer 40,000

 **OBJECTIVE**  
**SECURED** Presents



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**C**

An 9<sup>th</sup> Edition GT 2022 Nephilim, Matched Play Event

Last updated - 21 June 2022 (VI)

On the pages that follow you'll find details of how this Tournament will work. Read them carefully, even if you're a tournament veteran, as there are a number of differences to regular tournament events.

## Welcome to the Western Australian Team Challenge!

The 7<sup>th</sup> annual WATC! This event is a TWO DAY event designed to give the WA (or other states!) 40k community a taste for the team events that have proven so popular both at a national and international level. This is a great steppingstone for preparing for these larger events as well! Teams of 6 will fight it out to take away the trophy for the 7th annual Team Challenge!

## Venue and Cost

The WATC is being held on Saturday and Sunday the 10<sup>th</sup> and 11<sup>th</sup> of September at the **Kelmscott Hall, 60 River Road, Kelmscott** (see end of this pack for map). Tickets are \$480 per team of 6. Note that tickets are non-refundable but are transferable to a new team if needed.

## Tournament Structure

You will participate in a series of games, each against a different opponent. All games are to be played using the Warhammer 40,000 9<sup>th</sup> edition matched play rules. You will have no more than **Three hours per game**. Pairings for round 1 will be random while rounds 2 through 5 will be paired using the Best Coast Pairings ITC process.

During the game, each player will be given a results scorecard. Once you have finished your game, you must fill in the scorecard in Best Coast Pairings. Your results will then be entered into the tournament database.

## About this Rules Pack

This pack contains the full tournament rules for this event. All of the rules conventions and references are from UK publications. All competitors should be aware that where any rules interpretation is required, the Referee's decision will be final. If you have any questions about the event, then either e-mail: [obsec@optusnet.com.au](mailto:obsec@optusnet.com.au) or post your questions on the event facebook page and we will endeavour to respond as quickly as possible. Please also get in touch with us after the event and tell us what you thought!

## Emergency Info

If for some reason you experience last minute complications (such as falling ill or missing a bus) that will result in you being late or unable to come, please call the organizers as soon as you are able. We will do our best to accommodate you but be aware that due to the tight schedule we are running it may not always be possible.

**EMERGENCY CONTACT: 0403 268 714**

## Spectators and Visitors

The event will be open for any spectators to come along and check the event. The day can be tough going however, so we will be respecting this and doing our best to ensure that there are no interruptions for the players from the general public.

Spectators (including players watching other games) must not touch anything on a table where a game is in progress, and are not to distract or offer any advice or rules commentary at all. This includes helping to settle disputes. They must also keep a respectful distance from the table edge to allow the players room to move around. Anyone failing to follow these guidelines will receive a warning, and then will be asked to leave the room if they fail to comply.

## Mobile Phones

Pausing during gameplay to answer a call or an SMS can be annoying for your opponent. We request that all mobile phones be put on silent whilst games are in progress where possible.

## The Bye

While unlikely, in the event of a Bye round, this will be allocated to the team with the lowest Generalship points (randomly in game 1). They will automatically receive a draw for this round. No team will be asked to have more than 1 Bye Round.

## What to Bring?

Remember to bring any gaming material you require to play Warhammer 40,000 including:

- Your painted army! Your army must be at least battle ready as described at the end of this pack. Models not conforming to this standard will be removed on the spot.
- This Player Guide
- Rulebooks, codex, datasheets as needed and any relevant FAQ documents – hard copy or digital is permitted (Note that Battlescribe or similar army builders is not a substitute for an official rule book and players are expected to carry the required rules for their army)
- Pens and a notepad/paper
- Dice (Including special ones)
- Templates/tokens/trackers & Tape measure
- Objective Markers

## Saturday 10<sup>th</sup> September 2021

8.15am	Check-in & Briefing
8.30am	Round #1 begins
11.45am	Round #1 ends
30 Minute Break	
12.15pm	Round #2 begins
3.30pm	Round #2 ends
15 Minute Break	
3.45pm	Round #3 begins
7.00pm	Round #3 ends

## Sunday 11<sup>th</sup> September 2021

8.00am	Check-in & Briefing
8.15am	Round #4 begins
11.30am	Round #4 ends
30 Minute Break	
12.00pm	Round #5 begins
3.15pm	Round #5 ends
15 Minute Break	
3.30pm	Awards

## Army Roster

Prior to the event you must submit a copy of your army roster for the Organisers to refer to in Down Under Pairings.

**Lists must be submitted by Saturday 27<sup>th</sup> August 2022 11.59pm.** You must submit the list using your log in for Best Coast Pairings. If you expect to have any problems fulfilling this requirement, make sure you get in touch with the organizers before the due date.

Team rosters will be published Saturday 3<sup>rd</sup> September for all teams to view and make plans for!

When submitting your roster, make sure you include:

- All pages of the roster itself
- Notarised break up of points values AND power level (for use when calculating strategic reserves)
- Codex and detachments in use
- Army Building stratagems (stratagems used when mustering your army or upgrading models like Chapter Master)
- Warlord & Warlord Traits, Psychic Powers, Relics and any other similar abilities must be listed and may not change for the event.

Though the judges will be scrutinizing rosters closely and informing players of any inconsistencies in their lists before the event, **we take no responsibility for any errors that escape our initial notice** – so please make absolutely certain that the roster you hand in is correct and conforms exactly to the army you will be using. **Any errors discovered during the tournament will result in the culprit losing all the Generalship score for every game in which that army has been used. The Organiser will then make changes to the list as required to make the list legal for future games – no discussion will be entered into.** Double-check your calculations. Make sure that every item of equipment shown on the models in your army has been paid for (remember “what you see is what you get”). If you make a mistake and it is detected during the tournament you will lose points, even if the mistake was an honest one. Errors occurring from using army building software will not be excused – double check you list before submitting!

# Army Selection

No more than 2000 points may be spent on the army. Armies must follow the restrictions on army selection of their own codex with respect to the detachment they are part of. Your warlord must be clearly written down on your roster at the time of submission and may not be changed for the event.

In addition, the following points will apply for armies:

- All Warhammer 40,000 publications from Games Workshop including Black Library, White Dwarf and Forge World may be used (excluding Horus Heresy Publications) provided they are 9<sup>th</sup> edition rules. This includes all current FAQ documents.
- You may not use data sheets provided in the instructions of a model/unit – only entries within the official codex may be used
- You **MUST** have a copy of any rules you wish to use for your opponent to view.
- Publications must be available at the time of list submission to be included in the above.
- Army lists **MUST** be battle forged. WATC is a Matched Play Nephilim event and follows all the rules for that play format. This includes a limit of 3 detachments per army and the 'Rule of 3' for units.
- Your warlord must be nominated in your army list and may not be changed for the duration of the event.
- All models must be painted (to battle ready standards) and based miniatures of the appropriate type for the troops they represent. Conversions are allowed however the conversion should clearly represent the model they are converted to be
- Weapons, armour options and upgrades chosen from the army list must be shown on most of the models in a unit. You may use converted miniatures to represent troop types that are not yet available. **Remember WYSIWYG is required.**
- While we would prefer most models used in an army be Games Workshop models, models from other companies that clearly represent entries from the relevant codex may be used if they are the right size and shape with the correct weapons and war gear visible but **must be checked by a Judge first.**
- Any models required for summoning or similar abilities must conform to the above requirements.
- Models are assumed to be used on the most current base sizes available from Games Workshop. You may use models on alternate base sizes if they were supplied with them in a past release or if you have spoken with the organisers.
- **All models not conforming to the restrictions above will be asked by the Judges to be removed from play.**
- Each faction may only be used once per team by a single player – see later in this pack for clarification on which faction keywords constitute individual options
- Once a faction is selected by a player – this faction may be used freely by that player (up to the detachment limit).
- Any unit labelled as Unique may only be used once per team
- After lists have been submitted, captains are encouraged to work through the lists with their teams to identify any errors. During the week prior to lists being made public, mandatory corrections (i.e. those required to make a list legal) will be done at no penalty. For simple issues, the organisers will resolve the list issue to make it legal. Any significant errors will be presented to the captains as a group for a vote with at least 2 options available (as decided by the organiser).
- **ANY FAQ DOCUMENT RELEASED DURING THIS PERIOD WILL BE APPLIED IN FULL with the exception of points changes**
- Any wargear that has a zero (0) cost must be listed on the army lists or the default wargear must be used regardless of WYSIWYG.
- Judges reserve the right to work with team captains – or override entirely - to ensure any errors in lists are worked through to resolve any issues amicably and within the intent of the event.

**Please note – the Tournament Organisers reserve the right to make changes as required due to new releases or FAQ changes.**

## Recommended Reading

The following rules will be used this year and are recommended reading for all competitors:

The most recent Warhammer 40,000 Q&As and rules errata documents, available at:

- <https://www.warhammer-community.com/faqs/>

## Scenarios

Later in this pack you will find the 5 missions you will be playing for the event. These missions are all found in the Chapter Approved Grand Tournament Nephilim Book 2022.

## Time Keeping

Teams will have 15 minutes at the start of each round to complete the match up process (detailed later in this pack) which has been included in the round times.

After the match ups are complete - Players will have the remaining round time to complete their games, including setup time. Part of the challenge of the tournament is making tactical decisions under pressure, so games should be played at a reasonably quick pace. Don't wait until it's your turn to consider your next moves!

Please play in a timely manner - If you are concerned with a slow playing opponent – please notify the TO's straight away!

## Tables and Terrain

**Games are played on a 44'x60' table.** Scenery for each battle will have been set up by the referees and may not be moved or changed in any way. See later in the pack for Terrain in depth.

## Sportsmanship

Players are to speak in English only and are expected to conduct themselves with proper decorum. As such, should a player be judged to be behaving inappropriately during the event, they will be initially banned from the gaming room for the remainder of the current round and will forfeit their game as a result with the maximum points going to their opponent.

Should a player be asked to leave twice, they will forfeit the remainder of the games, will be asked to not return and will be banned from future Objective Secured events. If you have concerns about a player during or after a game – please notify a referee.

## Referees

During each round, the event referees will be doing the rounds so ensure that games are progressing smoothly and will be available should help be needed. Remember though, that your first point of call for any question should be the rulebook, relevant army book, Q&A / errata document, or this pack. If you really need a referee to sort out a rules question, then you are free to call one over, and our referees may intervene if they see an argument brewing. The referee's decision will be final, and no discussion will be entered into during the event.

## ARMY SELECTION CLARIFICATION

Players may use reinforcement points, but only for units with a faction keyword listed on your list. The points reserved for this must be clearly shown on the list and include the faction for which they will be used.

Players may use any codex listed below in the construction of their list. However, each codex is unique across the team so no two players can use (or summon) the same faction in their armies. The unique factions for the WATC are:

Space Marines	Grey Knights	Adepta Sororitas	Adeptus Custodes
Adeptus Mechanicus	Astra Militarum	Imperial Knights	Aeldari
Drukhari	Genestealer Cults	Necrons	Orks
T'au Empire	Tyrannids	Chaos Daemons	Chaos Knights
Chaos Space Marines	Death Guard	Thousand Sons	

Space Marines may only be used once per team and includes all supplements including but not limited to (Blood Angels, Dark Angels, Space Wolves, Ultra Marines, Ravenguard, Salamanders, Iron Hands, Deathwatch, Imperial Fists, White Scars, etc) with any successor chapters counting as using the parent <Chapter> for the purpose of keywords.

There are several units – e.g. Inquisitors – who may be added to a detachment without breaking the keywords. In such cases, only a single player per team may include such a faction even though you may not be forming a full detachment of only these models.

### Each player's army list will:

1. List which model will be the warlord and (if you choose to have one) - its warlord trait. Additionally, list the psychic powers and (if chosen) the first relic being used.
2. Show all necessary info such as the players name, army list, detachments used with associated keywords, command points, unit points, role and power level – required for reserves/reinforcements.
3. Show upgrades to complex units on a model by model basis including wargear points break up.
4. Show any stratagems used at list creation or when mustering your army and show the CP spent
5. Show the selected psychic powers, relics, similar items in the army on units
6. List any reinforcement points and factions (for any type of summoning).

# Team Composition and Communication

WATC has a specific format regarding team composition. The team may only consist of the members as shown below.

## **Required - Captain (1)**

The captain has the responsibility to ensure all players are loaded into Best Coast Pairings as a team, the players lists are all completed, correct and uploaded on time as well as on the day, complete the match up process before each round and ensure scores are loaded correctly at the end of each round.

The captain should be the voice for the team with them posting queries on the teams behalf and acting as liaison for the team with the organisers as needed. They are also one of the acting players for the team.

## **Required - Player (5)**

The 5 players round out the team with the captain. They should be checking opposing lists during the list submission period and directing errors and issues to the captain for them to post and get resolved. On the day, the players are responsible for loading their results into Best Coast Pairings correctly.

## **Optional – Administrator (0-1)**

The administrator is treated as a player that has completed their game as detailed below. They are not allowed to coach, offer suggestions or similar and are only to act as the carrier of information to and from the captain and can load information into best coast pairings as needed.

## **During the Round**

Once the teams match ups are all allocated and tables are assigned, players may not and should not be communicating between tables in regard to the outcome of their game or that of anyone else on the team with the exception of the captain. The captain is permitted to move between tables during games to see an update regarding the possible score or win/loss of games but may not offer coaching or suggestions regarding the games progress. The captain is also responsible for making sure the team completes the games on time and that each of their players is aware of the time remaining. If a player has finished their game but the other games are ongoing – including the captains game – one player from the team who has completed their game may liaise with the team and captain in the captain's capacity to keep the captain informed as to the teams progress. Again, no coaching or on table suggestions are permitted. The players may only provide a rough score, a win/loss prediction, a turn number and similar basic information.



# WINNING the Western Australian Team Challenge

The winner of WATC 2022 will be the team who wins all 5 of their rounds as a team. Match Points will be used as the first count back for each bracket in the event of a tied win/loss/draw ratio between teams.

## GENERALSHIP

### (0-10 match points, 0-600 BP and 0-2700 VP per team)

The procedure for working out the Tournament points for Generalship is quite simple. We expect you (the players) to work out the points for each battle and record them on your Tournament scorecard (which will be provided via Best Coast Pairings) each round.

Work out your mission points as per the mission objectives, remembering to include any scenario specific bonuses to give each player a score out of 90.

This score will be then be compared to your opponents via the differential scoring process below.

VP Difference	Game Points Player A	Game Points Player B
0-5	10	10
6-10	11	9
11-15	12	8
16-20	13	7
21-25	14	6
25-30	15	5
31-35	16	4
36-40	17	3
41-45	18	2
46-50	19	1
50+	20	0

To win the round, a team must score at least 66 battle points in the pairing.

The winning team for the round will score 2 Match points. The losing team will score 0 match points. A draw will award both teams 1 match point.

In the event of teams being tied on equal match points at the end of the event, count backs will be completed on the teams total battle points and then victory points.

## **Player pairing system**

**Captains dice off with the highest roll being the winner, the winner is Captain A and the loser is Captain B.**

### **Step 1: 1st and 2nd Match Up**

1. Captain A and Captain B simultaneously put forward 1 of their armies.
2. Captain A and Captain B simultaneously put forward 2 of their remaining armies to be potential opponents.
3. Captain A and Captain B pick which of the 2 potential opponent lists will play their army.

(The 1st and 2nd match up)

4. Captain A picks the table for their player, then Captain B picks the table for their player.
5. The 2 potential opponent lists not selected are returned to the Captains' Pool.

### **Step 2: 3<sup>rd</sup>, 4<sup>th</sup>, 5<sup>th</sup> and 6<sup>th</sup> Match Up**

1. Captain A and Captain B simultaneously put forward 1 of their armies.
2. Captain A and Captain B simultaneously put forward 2 of their remaining armies to be potential opponents.
3. Each team should now only have 1 remaining army unoffered.
4. Captain A and Captain B pick which of the 2 potential opponent lists will play their army.  
(3<sup>rd</sup> and 4<sup>th</sup> match up). The list not selected remains on the table.
5. Captain B picks the table for their player, then Captain A picks the table for their player.
6. The lists not selected then **MUST** match with the opponent's army still in hand (the 5<sup>th</sup> and 6<sup>th</sup> match ups.)
7. Captain A pick the table for their player, then Captain B gets the last remaining table.

# Mission Pack

The following missions are all found in the Grand Tournament Nephilim 2022 book. The mission will be played as shown in the book including objective placement and deployment type. In the event an objective ends on a piece of terrain, players should move the terrain piece the minimum distance – and with mutual agreement – to ensure the centre of the objective is not on or within the terrain.

## DAY 1

Round 1 – Tear down their icons

Round 2 – Conversion

Round 3 – Data scry salvage

## Day 2

Round 4 – Death and Zeal

Round 5 – Secure missing artifacts

You may select any of the secondary objectives found in the Grand Tournament Nephilim 2022 book for these missions following the usual rules. Select 3 before the game starts (before rolling for attacker defender) You may only select 1 from each category.

Players may select faction specific secondaries for games as per the Nephilim rules.

Any player who selects 2 objectives from the same category (which is against the core rules) will have both scores reduced to zero as a penalty. Any player who selects 3 from the same category will have all scores zeroed.

You may score a maximum of 45 points in the primary objective category, a maximum of 45 points in the secondary objective category. A maximum total score of 90 points per game.

**Note that secondaries that are scored at the end of the game may only be scored if the game has completed the full 5 turns.**

## Terrain and Terrain Traits

WATC 2022 will be doing our best to offer a wide range of tables for each round. The goal will be to provide 2 light, 2 medium and 2 heavy density terrain boards per table grouping. These will not be a mirror round to round for this year however we will be doing our best to make it as even and balanced as possible per table grouping.

### Common Terrain

- Ruins – area terrain, scalable/breachable/light cover/defensible/obscuring
- Floor grates/Craters – area terrain, light cover/difficult ground
- Shipping/Armoured containers – Obstacle, Light cover/Scalable/exposed
- Woods/forest/deathworld – area terrain, dense/breachable/defensible/difficult

Where a piece of terrain is unclear, please seek out an organiser to clarify how the terrain piece should be played. We will be endeavouring to include documentation on tables with especially strange or unusual pieces, but these can (and likely will!) go missing over the weekend.

### Ruins

In 9<sup>th</sup> edition, ruins have been somewhat confusing for players with different regions playing them slightly differently. For WATC, touching the outside of a wall will NOT mean you are on or within the ruin – you must be on the ruins base to count as on or within.

## **Time Management and Slow play**

Slow play is a serious issue, as such it is expected that ALL games conclude their full complement of 5 turns within the allotted time. For this reason, the use of chess clocks is encouraged at this event, however it is important to note that only chess clocks that count down to zero may be used.

Should your opponent decline to use the chess clock, we would encourage you to use the clock and swap time between players as usual to better aid the organisers in establishing any issues of time management. Note that should you chose to decline to use the clock but your opponent chooses to – organisers will take the clock at face value.

When using a chess clock, each player is allocated equally half the round time (Based on the master clock shown at the TO table at the start of the round) - usually 1,30hrs per player. When deploying their armies, it is expected that players each take their respective turns to place units and models during their own time allocation. It is NOT acceptable for a player to deploy models and units on their opponent's time when using a chess clock.

*Regardless of one or both players wanting to use the clock, both players will be limited by that clock. Should one player 'clock out' (have no time remaining) then they may not perform any voluntary actions, use stratagems at all or any similar abilities that are made by choice. Their opponent may continue to play the game with only saves and morale being made by the clocked-out player. Models may not attack under any circumstance should a player clock out.*

It is every player's responsibility to be able to play their army within the allotted time. If you are playing with an especially large army or using an army that that takes longer than usual to play, it is your responsibility to practice being able to play a full game within the allotted time frame. Conversely, if you are facing an army, you are unfamiliar with or an impressively large enemy force you must be able to make decisions in a timely manner.

Penalties will be applied at the discretion of the organisers if they feel time and or clocks are not managed properly, if players try to abuse time management, or if a game does not complete the mandatory 5 turns. Note that the round clock managed by the organisers takes precedent over the chess clock at any gaming table. Once the 10-minute warning is issued, no further turns may be completed, and players should wrap up the present play as quickly as possible. You may not 'talk out' or score any additional rounds after this warning.

## **Individual Player Penalties**

We employ a 3-warning system for managing player behaviour and conduct. If a player is deemed by the organisers to have broken any of the following rules (or time management issues) they will be immediately subject to one of the following penalties. The application of a particular penalty is dependent upon the nature of the infraction and how many times previously the player in question has broken the rules.

### **Warning List**

1<sup>st</sup> OFFICIAL WARNING: No penalty to their individual score

2<sup>nd</sup> OFFICIAL WARNING: -45pts to their individual score for that game

3<sup>rd</sup> OFFICIAL WARNING: -90pts to their individual score for that game.

Any further warnings will see an immediate expulsion from the event. Warnings are cumulative across the whole event.

Take note that the organisers main concern is always that games are completed naturally within the round time allocated. This of course depends on the transgression but normally the focus should always lie on games to be played even if certain penalties will apply.

A list of offenses follows below:

### **Agreeing a Result**

It has come to our attention that some games were not played to competition at prior events but that certain players simply 'agreed' on the final score without the game being completed. This is unacceptable and may have unfairly affected final positioning of other players. To ensure the integrity of the tournament, any player(s) that are caught doing this will automatically receive an official warning for the round in question. Players should complete the round following the core rules (ie you must complete any compulsory actions) and should the 10 minute warning be issued, no further battle rounds may be scored.

### **Dice-, Movement- or Rules-Cheating**

Any instances of the following, or anything else within similar confines, that is witnessed by a referee and/or an impartial bystander (i.e. a person not associated in any way with either player) and deemed as deliberate cheating will result in an immediate penalty:

Rules cheating - forgetting core rules for your OWN army and models will all result in an instant official warning.

Movement cheating - moving too far, pushing models outside of their regular movement allowance will result in an instant official warning.

Dice cheating - loaded dice, incorrectly counting the number of passed or failed rolls, changing the value of dice rolled will immediately incur an official warning.

*A note on dice etiquette: in regards to dice policy and "cocked dice", "dice that land on top of each other" or in terrain and such, note that the following applies: dice rolls will only count when the bottom of the dice surface is entirely touching the table or game-mat surface and is flat. Re-roll cocked or stacked dice when the event occurs, and re-roll any dice that land in terrain or on anything other than the flat table (mat) surface. The use of dice-trays is authorised. When using GW faction dice, or any batch of custom dice, players need to ENSURE their dice pips (essentially the number on the dice) can EASILY be distinguished from across the table by their opponent. We encourage players to bring generic dice for speed and ease of play as a back up to any faction/fancy dice.*

*The use of dice rolling apps is a contentious issue with many players having issue with how the results may be generated and the perceived implications of random number generators and how they operate within the confines of any given app. After speaking with a number of international event organisers around the use of various apps as well as the developers of several app options, we have decided that the use of Dice Apps will not be allowed. This decision will be reviewed as more information becomes available to us on various apps for future events.*

### **Poor Sportsmanship or Negative/Aggressive Attitude**

Any player deemed by a referee to be acting in any manner not in-line with the expectations of friendly but competitive gaming will incur an immediate official warning. As a community we all believe that the game to be played in a friendly but competitive manner. Failure to uphold this belief will be met with immediate reprimand. Please note the players pack may also include additional penalties in this area up to and including immediate ejection from the event.

A few examples to make it clear:

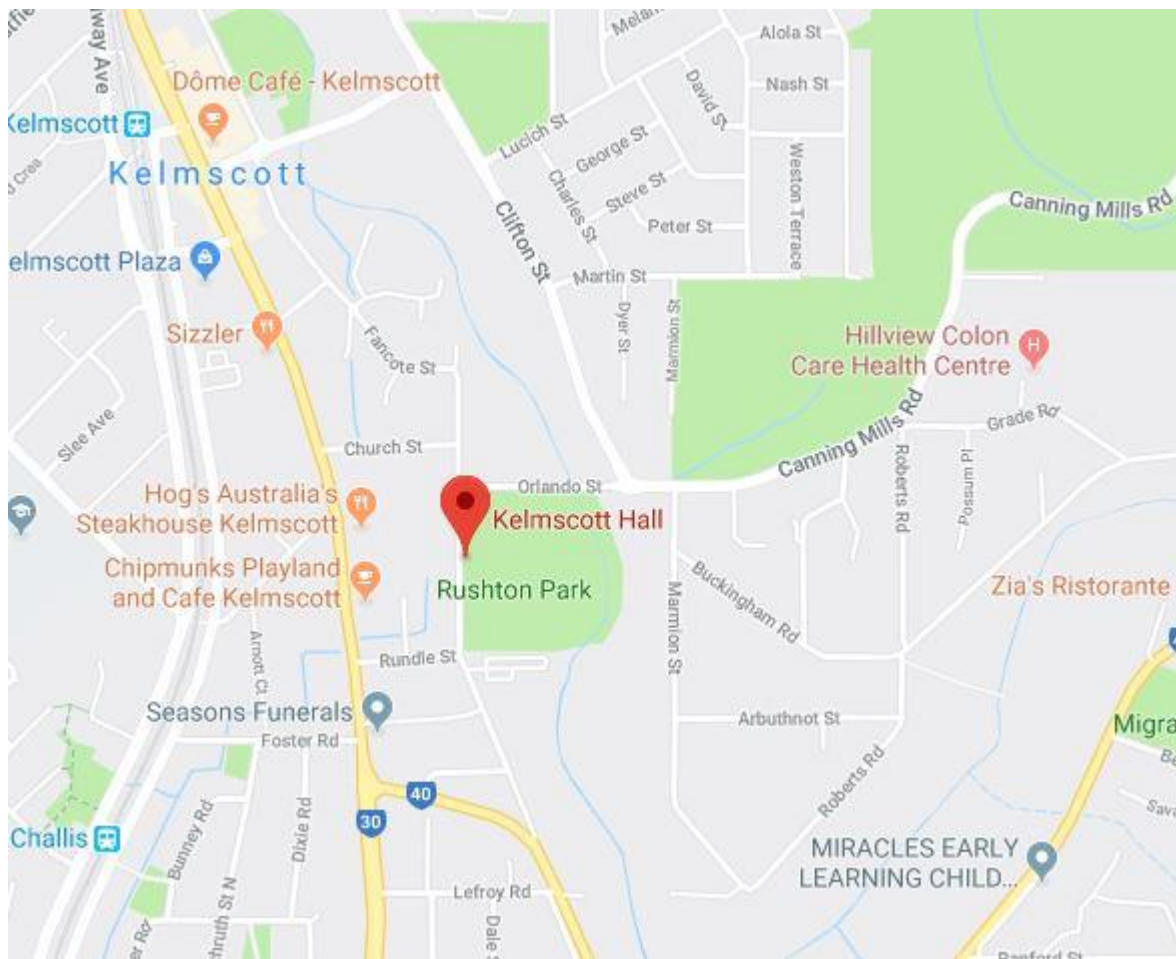
A player forgets to bring in his reserves, and his opponent objects to this when the player remembers later in the turn during any given phase. It is BOTH players' responsibility to ensure mandatory things that happen in the game take place. It is customary to ask your opponent at the end of his movement phase if he is sure he does not want to bring any reserves on before moving on to the next phase – using 'gotcha' tactics is not acceptable.

A player forgets to announce he will use a certain rule, ability, stratagem, or war gear at the start of the turn or phase and remembers later in the turn or phase. It is OK as an opponent to disallow the use of said rule or item, but let it be known that we strongly discourage such behaviour and encourage players to work together rather than against each other.

### **ORGANISERS DISCRETION**

We, the organisers, reserve the right to make amendments and appropriate decisions when we deem necessary. All decisions will be final, and no discussion will be entered into during the event. Any further argument may result in additional penalties.

## Venue Location





## Minimum Painting Standard – Battle Ready Example



### What is Battle Ready?

If a model is Battle Ready, it means it's ready to game with. Battle Ready models have their main areas coloured and a simple finish on their bases. This finish can be achieved quickly and easily by all hobbyists using contrast paints or simple base colours with minimal finishing. You can find the full explanation of the Battle Ready Standard here - <https://www.warhammer-community.com/2019/05/21/introducing-battle-readygw-homepage-post-1fw-homepage-post-1/>

### Expectations

Models should be completely base coloured with the major colours neatly blocked in. Bases should be a single flat colour as a minimum.

For example, spray painting a space marine red to use as a blood angel would require the painter to repaint the base a single flat colour, paint the weapon(s) back in black or metal and block in the chest insignia and shoulder trim in single colours. Simply spraying the model red and repainting the base is not enough.

Likewise, necrons can be very easy to spray and repaint the base – however – we assume players will at least take a moment to paint in the cables/casing on the weapons and the chest insignia to ensure the model has had some extra detail applied.

If you are not sure – check with the organiser before the day!